

ROC Transit Day Street Dance Competition

Official Rules (rev. 4/18/2015)

PRIZES:

First Place team will earn **\$500**, of which, at least 50% must be donated to a charity of the winning team's choice.

Second Place team will earn **\$200**, of which at least 50% must be donated to a charity of the winning team's choice.

Third Place team will earn free **tickets to a 2015 Rochester Rhino's home game**. Two (2) tickets per team member.

QUALIFICATIONS:

This is a team dance competition. Dance teams must consist of at least two (2) and no more than twenty (20) participants. All styles of music and dance are welcome. Amateurs and professionals are welcome.

Participants must be at least 13 years of age. All dancers and/or parents of dancers **MUST** sign a liability release form. Contestants under 18 years of age must have parental permission and a parent signature is required on liability release form.

REGISTRATION:

Entry is free, however, all teams must pre-register online at www.ROCtransitday.com/Dance prior to June 15. This competition may be cancelled in the event of rain or inclement weather, or if fewer than four (4) teams have registered. We will make every effort to notify teams in the event of cancellation.

COMPETITION DETAILS:

The competition will be held between 12:00 noon - 2:00 p.m. on June 18, 2015 at the corner of South Avenue and Broad Street. The dance area will be on the concrete terrace outside Rundel Memorial Library – an area approximately 40' x 60'.

RULES:

- 1) All teams must supply their own music to our DJ either on a hard disk, MP3 player, CD, or email an MP3 file to info@ReconnectRochester.org prior to the start of the competition (12:00 noon on June 18).
- 2) Teams must consist of at least two (2) participants. All participants must be at least 13 years of age. Teams must check-in upon arrival and will be called to perform in the order they arrive.
- 3) Songs/routines must be no longer than 4 minutes.
- 4) All decisions from the Judges are final. Consultations with the Judges will not be available. Score sheets are available to the contestants after the competition upon request.
- 5) The Judges will score and rank the contestants from first to third place. In the event of a tie, the prize will be split equally among the tied teams. There will be no tie-breakers.
- 6) Lifts, drops, and aerials are allowed but teams are encouraged to practice common sense and exercise caution before attempting these moves.

- 7) Unsportsmanlike conduct or harassment of judges by contestants or associates of a contestant may result in the team's disqualification.
- 8) This is a public event where families and children may be present. Inappropriate lyrics or dance moves may result in a team's disqualification.
- 9) Floor props and costumes ARE allowed – but not required.
- 10) Reconnect Rochester, Inc. is the organizer of this event and reserves the right to review the final results. All determinations made by Reconnect Rochester after the event will be final. Reconnect Rochester cannot be held responsible for your actions or the actions of others during this event.

JUDGING CRITERIA:

Movement (1 - 10 points possible): Originality of steps; Variety of movements; degree of difficulty. Few repetitions and contrast of movements

Execution (1 - 10 points possible): Ease of transition between movement; Continuous motion in dance and maintaining hand connection with partner if applicable. Dance free from hindrances or difficulties.

Presentation (1 - 10 points possible): Movements are performed with vitality and energy. Dancers exhibit confidence, enthusiasm, charisma; Dancers maintain eye contact between partners and engage with Judges and the audience.

Creativity (1 - 10 points possible): Creative story-telling through choreography, costume, props or other effects; Connection with the ROC Transit Day theme is a plus.

Bonus Points: An additional 2 points will be awarded for EACH team member who used RTS public transportation to get to the event. Teams must show their time-stamped RTS fare card upon check-in.

SCORING:

(Movement) x (Execution) + (Presentation) + (Creativity) + (Bonus Points) = TOTAL

Maximum Possible Score = 160